# Legends of the Ancient World

## RULES

In *Legends*, each player plays the part of one or more characters who go adventuring. You can play solitaire, or with other of players. In group play, one player is the game master (GM). The GM reads the instructions aloud and carefully logs the party's progress and game time.

## CHARACTERS

Each character possesses three attributes: *Strength*, *Dexterity* and *Intelligence*.

### Strength (ST)

Strong characters inflict/survive more damage.

### Dexterity (DX)

Agile characters can better attack and dodge.

### Intelligence (IQ)

Intelligent characters can better apply skills.

### New Characters

Unless the adventure specifies otherwise, new characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills, two of which can be combat skills. Magic characters begin with four points of spells and skills.

### Example

Phoenix creates a new character and names him Ajax. He distributes 8 discretionary points, giving Ajax ST12 DX11 IQ9. Xavier creates a new character and names him Hector. Xavier distributes 8 discretionary points, giving Hector ST11 DX12 IQ9.

## ACTION

### Passing a Check

A character hits a foe by passing a three-die DX check (3/DX). The player rolls three six-sided dice (3d6) and totals the results. If the total is the character's DX or less, he hits. If not, he misses. If he hits, roll damage (see Damage).

### Example

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits Hector.

### Checking ST or IQ

A character checks 3/ST to accomplish a physical feat, or 3/IQ for a mental one. A four-die check is abbreviated *4/ST*, *4/DX*, or *4/IQ*.

### Winning a Check (against a foe)

Both players roll as many dice as they choose. The higher total wins. If the total exceeds the character's attribute (+skill), the character fails.

### Example

Ajax (ST12) grapples Hector (ST11). Ajax rolls three dice, Hector, three as well. Ajax rolls a 13 and Hector rolls a 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins ST.

## PLAYING THE GAME

### Initiative

On the first turn of a battle, each side rolls one die. The side rolling the higher die moves first. Players alternate turns for the rest of the battle.

### Surprise

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

### Player's Turn

The player taking his turn moves each of his characters, in any order, one at a time. He must complete one character's turn before proceeding to the next. When he is done, the following player begins his turn.

### Character's Turn

A character may move up to his movement allowance (MA), which is half his DX rounded down. He may then execute ONE action.

### Example

Ajax (DX11) moves five spaces and attacks.

### Space

Spaces are marked by hexagons (hex). Only one character can occupy a space, unless grappling a foe. Multiple small animals can occupy a space. A character must stop upon entering an enemy's space (see *Tackle*).

## FIGHTING

### Attacker

An attacker can attack ONE foe per turn. He can strike, shoot, tackle, or grapple a foe. An attacker cannot move after his attack.

### Defender

A defender can react to ONE attacker, but loses his next turn. He can dodge, counterattack, or tackle his attacker.

### Strike

You hit an adjacent foe by passing 3/DX.

### Example

Ajax (DX11) rolls a 2, 3, and 4 for a total of 9. He hits Hector and rolls damage.

### Dodge

A defender dodges by passing 3/DX. He must then move to an empty adjacent space, or he cannot dodge. He can see the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile weapon.

### Example 1

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) must dodge, or he will be hit. He rolls 9, and dodges into an unoccupied adjacent space. Hector loses his next turn.

### Example 2

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) rolls 14, and fails to dodge. Ajax rolls damage, and Hector loses his next turn.

### Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. He hits by passing 3/DX. If he hits, roll damage.

### Example

Ajax (DX11) rolls 11, strikes Hector, and rolls damage. Hector survives and counterattacks, rolling 7. Hector hits Ajax and rolls damage, but loses his next turn.

### Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed foe by passing 3/DX. A character firing a weapon cannot move in his turn, but a character throwing a weapon can.

### Example

Ajax (DX11) shoots at Hector. He rolls 7 and hits. He rolls damage. Hector survives and counterattacks, rolling 11. Hector hits Ajax and rolls damage, but loses his next turn.

### Range

Missile range exceeds the playing board. Throwing range is the thrower's ST in spaces. A thrower must recover his weapon from the target space before reuse.

### Tackle (to grapple)

A fighter grapples a foe by winning DX against his foe. The fighter enters his foe's space. If the fighter fails but is stronger, his foe retreats to an empty adjacent space. If the fighter fails and is weaker (or equal), he returns to his starting space. If the foe has yet to move, he may first counterattack, doing an extra die of damage.

### Example 1

Ajax (DX11), enters Hector's (DX12) space. Ajax rolls 11, Hector rolls 8. Ajax wins. They are now grappling.

### Example 2

Ajax (ST12, DX11) enters Hector's (ST11, DX12) space. Ajax rolls 3, Hector 12. Ajax fails, but he is stronger. Hector retreats to an empty adjacent space, or Ajax will grapple him.

### Example 3

Hector (ST11, DX12) enters Ajax's (ST12, DX11) space. Hector rolls 13, Ajax 9. Hector fails. Hector is weaker. He retreats back to his starting space.

### Example 4

Ajax enters Hector's (DX12) space. Hector first counterattacks, rolling 12. He hits Ajax doing an extra die damage. Ajax survives, and wins his tackle roll. Both characters are now grappling.

## GRAPPLING

### Grappling Options

Grapplers only fight foes in the same space. The grappler winning ST can: (1) Roll damage on his foe; (2) Exit into an adjacent empty space; or (3) Drag his foe one space. Unarmed grappling attacks negate armor. A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

### Example 1

Ajax (ST12) grapples Hector (ST11). Neither is armed. Ajax rolls 12, Hector 9. Ajax wins and rolls damage on Hector.

### Example 2

Ajax (ST12) grapples Hector (ST11). Ajax rolls 15, Hector rolls 10. Hector wins and exits into an empty adjoining space.

### Example 3

Ajax (ST12) grapples Hector (ST11). Ajax rolls 12, Hector rolls 10. Ajax wins and drags Hector one space.

### Strength Advantage

While grappling, a stronger character adds one to his damage roll.

### Outside Attacks

Characters attacking into a grappling space automatically hit and roll damage.

## NOTES

### Change Weapons

A character takes a turn to change or pick up a weapon. He cannot move in this turn.

### Zone of Control

If an attacker, who is adjacent to a defender, moves to another adjacent space without attacking, the defender can react. The reaction can be a counterattack or a tackle.

## INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

### Damage

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one point. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

### Fatigue

Fatigue counts towards incapacitation but not death. A fatigue point dealt to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter, and all his fatigue with a full night of sleep.

### Recovery

Between adventures, characters recover fully. During an adventure, wounded characters recover one damage per day of rest, provided (1) they remain in one location, (2) have adequate shelter, (3) are fully provisioned, and (4) they participate in no combat, or strenuous activity.

## WEAPONS

### Damage (D)

A character hitting a foe rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers (minimum of one).

### Example

Ajax hits Hector for 2d6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

### Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

| UNARMED | D | H |
|---|---|---|
| Unarmed (U) | d3 | - |
| **BLADES** | **D** | **H** |
| Dagger (T) | d6 | - |
| Dagger used in grappling or counterattacking a tackle (G) | d6+2 | - |
| Rapier | d6 | 9 |
| Cutlass | 2d6-2* | 10 |
| Short Sword | 2d6-1 | 11 |
| Broad Sword | 2d6 | 12 |
| Broad Sword (2) | 2d6+1 | 12 |
| Bastard Sword | 2d6+1 | 13 |
| Bastard Sword (2) | 2d6+2 | 13 |
| 2-Handed Sword (2) | 3d6-1 | 14 |
| **CLUBS** | **D** | **H** |
| Wizard's Staff | d6 | 8 |
| Club (T) | d6 | 9 |
| Club (2) | d6+1 | 9 |
| Mace | d6+2 | 11 |
| Morningstar | 2d6+1 | 13 |
| Maul (2) | 3d6-2 | 13 |
| **AXES** | **D** | **H** |
| Hatchet (T) | d6+1 | 9 |
| Axe | d6+3 | 12 |
| Battle Axe (2) | 3d6 | 15 |
| **POLE ARMS** | **D** | **H** |
| Javelin (T) | d6 | 9 |
| Spear (T) | d6+2 | 11 |
| Halberd (2) | 2d6 | 12 |
| **MISSILES** | **D** | **H** |
| Thrown Rock | d2 | 6 |
| Sling | d6-1* | 8 |
| Bow (2) | d6 | 9 |
| Longbow (2) | d6+2 | 11 |
| Crossbow (2, R) | 2d6 | 12 |
| Arbalest (2, R3) | 3d6 | 14 |

\* Any roll deals a minimum 1 before armor.
(2) Two-handed weapon; cannot use a shield.
(G) Only G weapons can be used grappling.
(R) Reload takes one turn.
(R3) Reload takes three turns.
(T) This weapon can be thrown.
(U) Fatigue only, +1 if attacker is stronger.

## ARMOR

### Armor (A)

When a character is hit, reduce the damage he suffers by the cumulative rating of his armor.

### Example

Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

### Restriction (R)

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

### Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

| TYPE | A | R |
|---|---|---|
| Cloth | 1 | 1 |
| Leather | 2 | 2 |
| Chain | 3 | 3 |
| Segmented | 4 | 4 |
| Plate | 5 | 5 |
| Small Shield (S) | 1 | 0 |
| Large Shield (S) | 2 | 1 |
| Tower Shield (S) | 3 | 2 |

(S) Fighters drop shields when grappling.

## CAMPAIGNING

### Experience Points (XP)

Characters use XPs to buy skills, magic and ST/DX/IQ points. After combat, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, all characters gain one XP.

### Increasing Attributes

A character increases his ST/DX/IQ by spending a number of XPs equal to his next level + 5. Human characters max out at 42 attribute points.

### Example

An IQ10 character spends 16XP to get IQ11.

### Increasing Skills/Spells

A character raises a skill one point by spending 10XP or 20XP for a spell. A mage spends 10XP for a spell, or 20XP for a skill level.

### Timing

A character may increase an attribute or skill during play, but can only learn new skills/spells between adventures.

### Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to fully revive, even if he was just "killed." Characters acquire karma and wishes in adventures. Generally, karma, wishes, and XP roll over to future adventures. In some cases, karma may have to be expended in a shorter time frame.

### Curse

A cursed character adds or subtracts one against all his checks and damage rolls,

worsening the result.  He can lift the curse by expending one wish, or by reducing his highest attribute by one.  Curses are cumulative.

## SKILLS

To use a skill, a character must pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ (see Skill Tables).

### Required Skill Checks

Some skills require that the character already know the skill to attempt the check.  Adventures indicate this by using the word "against."

### Example

If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.

### Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite.  Adventures indicate this by using a plus sign.

### Example

Ajax must pass 3/ST+CLIMBING to climb the wall.  He can attempt the climb even if he lacks the CLIMBING skill, but if he has Climbing 3, he adds 3 to his ST for this roll.

### ATHLETIC

| | |
|---|---|
| Acrobat | Reduce fall damage by 1d6 for each acrobat level on 3/DX. |
| Climbing | Scale obstacles on 3/ST. |
| Riding | Ride large animals on 3/DX. |
| Swimming | Swim on 3/ST. |

### COMBAT

Each level is +1DX to hit OR +1 damage; decide before attacking.  Multiple levels cannot be split.

| | |
|---|---|
| Axe | +1 with an axe, mace or club. |
| Bow | +1 with a bow or crossbow. |
| Dagger | +1 with a dagger. |
| Pole Arms | +1 with a spear or halberd. |
| Sling | +1 with sling. |
| Sword | +1 with a sword. |
| Unarmed | +1 striking; +1ST grappling. |

### SOCIAL

| | |
|---|---|
| Charisma | On winning IQ against non-hostile NPC, the NPC will take action to help the party, and do nothing to harm. |
| Diplomacy | Change an "attack" option to a "talk" option or vice versa by winning IQ. |
| Leadership | Add leadership rating to one character's attribute, per encounter. |
| Dwarvish | Speak Dwarvish on 3/IQ. |
| Elvish | Speak Elvish on 3/IQ. |
| Orcish | Speak Orcish on 3/IQ. |
| Sorcerer's Tongue | Speak Sorcerer's Tongue on 3/IQ; costs mages 10XP to learn skill. |
| Literacy | Literacy in specific language on 3/IQ. |

### SURVIVAL

| | |
|---|---|
| Alertness | Negates surprise on 3/IQ. |
| Naturalist | Can find one unit of healing herbs per day on 3/IQ. |
| Navigation | Can find way on 3/IQ. |
| Stalker | At beginning of combat, character (not party) gets surprise on 3/DX. |
| Stealth | Evade detection on 3/DX. |
| Survival | Character lives off the land instead of eating a daily ration on 3/IQ. |
| Tactician | The character steals initiative by winning IQ. |
| Tracker | Identify, follow and erase tracks.  Find local beings.  Must pass 3/IQ. |

### THIEF

| | |
|---|---|
| Locks | Pick locks on 3/DX. |
| Streetwise | Negate pickpocket, swindling, mugging on 3/IQ. |
| Thief | Steal objects on 3/DX. |
| Traps | Detect/remove traps on 3/IQ. |

### TRADES

| | |
|---|---|
| Alchemist | Create potion to boost skill or attribute, on 3/IQ.  Potion raises the attribute/skill by skill level of alchemist.  Effects last one encounter.  Create 10 potions per XP spent.  Alchemist skill costs 10XP for magic users. |
| Animal Handler | Prevent attack, or can tame beast by winning IQ against the animal. |
| Bard | Only bards may attempt a 3/IQ + Bard, to distribute one karma point per bard level to the party.  These karma points must be used in current game day. |
| Crafts | Earn daily skilled labor rate for architect, carpenter, farmer, fisherman, jeweler, lumberjack, mason, prospector, shipwright, smith, weaver on 3/DX. |
| Driver | Handle wagons on 3/DX. |
| Herbalist | Create healing potion on 3/IQ.  ST per potion = healing herb units * Herbalist level. |

| | |
|---|---|
| Medic | Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Healed points can be spread across multiple characters. |
| Merchant | Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ. |
| Sailor | Avoid collision on 3/DX. |
| Scholar | Know history/science on 3/IQ. |

## MAGIC

A mage can cast a spell instead of attacking. He succeeds by passing 3/IQ. A mage cannot move in the turn he casts a spell. He can cast a spell anywhere on the board, but only into a space with a clear line of sight. A mage can only cast spells that he knows, and are rated his IQ or less. A mage cannot cast spells while grappling.

### Direct Spells

A direct spell is cast directly upon a person. The spell succeeds if the mage wins IQ against his target, otherwise it fails. A mage can cast a direct spell or a magic strike as his counterattack to a tackle.

### Dynamic and Static Spells

Dynamic spells are implemented once. Static spells remain in play for the duration of the encounter. Static spells cannot be stacked-- casting the same spell on a target yields no additional effect.

### Fatigue

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in the spell tables.

### Multi-Space Spells

A character knowing a multi-space spell automatically knows all lesser versions of that spell. Likewise, a character learning a lesser-space spell automatically knows the greater-space version when his IQ gets to the appropriate level.

### Staffs/Wands

A mage can carry a staff or wand, which can be any piece of wood. The staff/wand absorbs fatigue for the mage--until it is depleted.

### Charging Staffs/Wands

A depleted staff/wand recharges overnight. New staffs start with zero capacity. A mage permanently increases his staff's capacity by using 2XPs for a point of capacity. A mage can the capacity of his staff up to his IQ.

### Metal Armor

Magic users cannot cast spells when wearing metal armor. Metal armor is useless against a fireball or lightning attack.

## CREATION (Static)

Creation magically creates physical objects in target spaces.

**Fire-1**         IQ9         2F
Burns two damage points on anyone in or passing through the target space. Armor does not protect. Wild animals will not enter fire.

**Flash**         IQ10         3F
Creates a blinding flash. Everyone on the board except the caster suffers DX-1. Cannot be stacked.

**Shadow**         IQ10         1F
Creates a one-space shadow in the target space. All attacks into or out of the space are at 4/DX.

**Rope**         IQ11         2F
For binding or climbing. For binding, a target of ST20 or less cannot move and is 4/DX (or 4/ST if appropriate) for all actions. Upon passing a 4-die check, the rope vanishes.

**Wall**         IQ11         2F
Creates a 1-space solid wall that blocks movement just like a real wall. Cannot be cast on occupied space.

**Fire-3**         IQ12         3F
Three space contiguous fire.

**Shadow-3**         IQ12         2F
Three space contiguous shadow.

**Wall-3**         IQ13         4F
Three space contiguous wall.

**Super Rope**         IQ15         5F
Like rope spell, but works on creatures up to ST40.

**Shadow-7**         IQ15         3F
Seven space contiguous shadow.

**Fire-7**         IQ16         4F
Seven space contiguous fire.

**Wall-7**         IQ16         6F
Seven space contiguous wall.

## ENCHANTING (Static)

Enchanting affects the properties or behavior of objects and beings.

**Blur**         IQ8         2F
Makes the target difficult to hit. All attacks are 4/DX to hit the target.

**Slow**         IQ8         2F
Slows down the target. The target can only move 1/2 his MA rounded up.

**Assist**         IQ9         1F
Adds +1 to any of the target's attributes for the current encounter. Can use on self. Cannot be stacked.

**Clumsiness**  IQ9  *
Drops the target's DX-1 for every fatigue the caster spends.

**Confusion**  IQ9  1F
Drops the target's IQ-1. A confused mage is only capable of casting spells at his adjusted IQ level or less. Spell can be stacked.

**Speed**  IQ10  2F
Increases target's MA+4.

**Slippery Floor**  IQ10  1F
Character in spell space fights at 4/DX.

**Leather Flesh**  IQ11  2F
Gives target 2-0 armor. Cannot be stacked with other armor spells.

**Reverse Missiles**  IQ11  3F
All missiles aimed at the target attack the shooter, not the target.

**Slippery Floor-3**  IQ11  2F
3-space contiguous slippery floor.

**Freeze**  IQ12  4F
Freezes the target for the duration of the encounter. Each turn, the froze character breaks the spell by winning IQ against the caster. Mages cannot cast spells while frozen. If frozen character takes damage, the spell is broken.

**Invisibility**  IQ12  4F
Target is 5/DX to hit.

**Mage Sight**  IQ12  3F
See through any visual obstruction, both natural and magical. See invisible characters.

**Flight**  IQ13  4F
Target flies with a MA=12. Target is 4/DX to hit while flying.

**Slippery Floor-7**  IQ13  3F
7-space contiguous slippery floor.

**Stone Flesh**  IQ13  4F
Gives target 4-0 armor. Cannot be stacked with other armor spells.

**Dispel Magic**  IQ14  4F
Dissolves any single spell by winning IQ against the caster. Or if the caster is absent, the IQ level of the spell.

**Spell Shield**  IQ14  4F
Protects target from direct spells.

**Death**  IQ16  *
Gives the target one damage point per fatigue point the mage spends.

## HEALING (Dynamic)

**Heal Wounds**  IQ10  3x
Target heals one damage point per two fatigue points expended. Caster can treat self. Spell does not work on character below net zero ST.

**Reverse Death**  IQ14  *
Revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly

dead. Cost = ST of character revived.

**Channel Energy**  IQ16  ST+3
Transfers damage points from one local character to another. Direct spell if target is hostile.

## ILLUSION (Static)

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning IQ against the caster.

**Image-1**  IQ8  1F
Creates a one-space object seemingly real.

**Illusion-1**  IQ11  2F
Creates a one-space object seemingly real.

**Sleep-1**  IQ11  3F
Target immediately falls asleep. He wakes when attacked or shaken for a turn.

**Image-4**  IQ13  2F
Four space contiguous image.

**Mind Control**  IQ13  5F
Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over. Each turn, target recovers by winning IQ against the caster.

**Illusion-4**  IQ14  3F
Four space contiguous illusion.

**Sleep-4**  IQ14  4F
Four space contiguous sleep.

**Image-7**  IQ15  4F
Seven space contiguous image.

**Illusion-7**  IQ16  5F
Seven space contiguous illusion.

**Sleep-7**  IQ16  8F
Seven space contiguous sleep.

## KINETICS (Dynamic)

Kinetics is the ability to move remote objects. Magic strikes *(Fist, Fireball, Lightning)* act as missiles and cannot be resisted as direct spells.

**Magic Fist-1**  IQ8  1-2F
Does Xd6-2 damage for X fatigue spent. Max two fatigue.

**Drop Weapon**  IQ8  1F*
Target drops weapon. Costs 2F if target has ST30+.

**Avert-1**  IQ9  1F*
Caster moves one character away from him. Costs 1F for every three spaces moved.

**Trip**  IQ10  2F*
Knocks victim down, causing him to lose his turn. Costs 4F if target has ST30+.

**Shock Shield**  IQ10  1F
d6 damage (no armor) to other characters in the mage's space.

**Avert-3**  IQ11  2F*
Caster moves characters in three contiguous spaces away from him. Costs 2F for every three

spaces moved.

**Magic Fist-3**    **IQ11**    **2/4F**
Like Magic Fist-1, but for three contiguous spaces. Twice cost of Magic Fist-1.

**Blast**    **IQ12**    **2F**
Does d6 damage to other characters in the caster's space and every space adjacent. Armor does not protect.

**Break Weapon**    **IQ12**    **3F**
Shatters the target weapon. Cannot be used on magical weapons.

**Fireball-1**    **IQ12**    **1-3F**
Does Xd6-1 damage for X fatigue spent. Ignites flammable objects, and makes the target space a fire space (see fire-1). Maximum three fatigue.

**Fireball-3**    **IQ14**    **2-6F**
Like Fireball-1, but for three contiguous spaces. 2x cost of Fireball-1.

**Lightning-1**    **IQ14**    **1-4F**
Does d6 damage for every fatigue spent. Max: 4 fatigue.

**Magic Fist-7**    **IQ14**    **3-6F**
Like Magic Fist-1, but for seven contiguous spaces. Three times the cost of Magic Fist-1.

**Avert-7**    **IQ15**    **3F***
Caster moves characters in seven contiguous spaces away from him. Costs 3F for every three spaces moved.

**Fireball-7**    **IQ16**    **3-9F**
Like Fireball-1, but for seven contiguous spaces. Three times cost of Fireball-1.

**Lightning-3**    **IQ16**    **2-8F**
Like Lightning-1, but for three contiguous spaces. Twice the cost of Lightning-1.

**Lightning-7**    **IQ18**    **3-12F**
Like Lightning-1, but for seven contiguous spaces. Thrice the cost of Lightning-1.

## MORPHING (Static)

The mage assumes the shape, abilities and DX of a creature, but retains his IQ. The Mage returns to human form when willed or if unconscious. Characters cannot cast spells while morphed.

**Werewolf**    **IQ11**    **2F**
Wolf: STx1 DX13, MA8; Attack d6+1; Hide 1-0.

**Werebear**    **IQ13**    **4F**
Bear: STx3 DX11; Attack 3d6; Hide 2-0. Damage points taken in bear form reduced by 1/3, rounded up, when character reverts to human form.

**Weregoyle**    **IQ15**    **4F**
Gargoyle: STx2 DX11; Attack 2d6; Skin 4-0; MA16 flying. Damage taken in gargoyle form reduced by 1/2, rounded up, when character reverts to human form.

**Weredragon**    **IQ17**    **8F**
Dragon: STx4 DX13; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0; MA16 flying. Damage taken in dragon form reduced by 1/4, rounded up, when character reverts to human form.

## SEEING (Dynamic)

Seeing is the ability to be cognizant of events, objects and conditions in different times or places.

**Reveal Magic**    **IQ9**    **1F**
Detect all local magic.

**Read Mind**    **IQ12**    **1F**
Read one "talk" option ahead without have to take the option.

**See Future**    **IQ14**    **3F**
Read all options, one instruction ahead, before making choice.

## SUMMONING (Static)

Summoning calls a being from a different plane. The being appears within two spaces of the caster and does nothing on the turn it appears. A caster can have only one summoned creature at a time. The being disappears if willed away, or if the caster is incapacitated. Summoning is static.

**Summon Wolf**    **IQ9**    **3F**
ST10 DX13 IQ6 MA8; Attack d6+1; Fur 1-0.

**Summon Warrior**    **IQ10**    **3F**
ST12 DX12 IQ8; Broadsword 2d6; Shield 1-0.

**Summon Bear**    **IQ11**    **5F**
ST30 DX11 IQ6; Attack 3d6; Fur 2-0.

**Summon Gargoyle**    **IQ13**    **5F**
ST20 DX11 IQ8; MA16 flying; Attack 2d6; Stony Skin 4-0.

**Summon Giant**    **IQ14**    **5F**
ST45 DX10 IQ8 MA8; Club 3d6+3; Tower Shield 3-0.

**Teleport**    **IQ15**    **1F**
Teleport any character to another space. Cannot teleport into solid object.

**Summon Small Dragon**    **IQ15**    **6F**
ST30 DX13 IQ16 MA16 flying; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0.

**Summon Dragon**    **IQ16**    **9F**
ST60 DX14 IQ20 MA20 flying; Attack 4d6; Fire (missile) 4d6; Scales 5-0.

**Raise the Dead**    **IQ18**    **\***
Summon back dead character to possess living host. Spirit retains DX, IQ, skills and magic, and adopts the host's ST. Direct spell against host. Cost = IQ of the spirit.

20201121